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3

KRILLITANES BAT CREATURES!

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GAMEPLAY DOUBLE

STEP 1

PLAYER 1 VS PLAYER 2

Think you know your cards? Then it's time to take it up a level and start using double ratings.

Remove all bonus cards and make sure each player has the same number of cards – over 15 is best.

Shuffle your deck and pick up the cards so you can only see the top card.

So far the games have only used green ratings, now red ratings come into play.

TROUBLE

SINGLE COMBAT LEVEL THREE

STEP 2
PLAYER 1

FEAR FACTOR 8600!

As in a normal game, player one picks a category with a high green (attack) rating and calls it out.

STEP 3
PLAYER 2

DEFENCE RATING 8500!

Player two looks at his card and calls out his red (defence) rating in that category. The winner places his card at the back of his deck and the loser discards his card. The winner then chooses the next category.

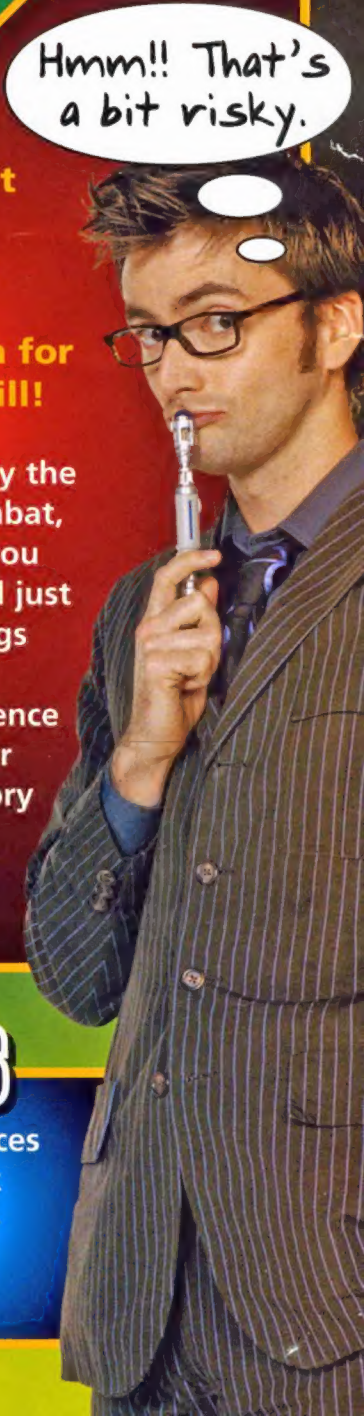
WHO'S WON?

The game ends when one player has lost all of his cards.

PLAYING BLIND!

Think you're unbeatable? What if you can't see your cards before you play them? Try this high-risk version for the ultimate thrill!

The rules are exactly the same as Single Combat, but decide before you start whether you'll just use the green ratings or play attack and defence. The difference is don't look at your card – pick a category blind – it's more a game of chance than skill.



TACTICS

Improve your chances by filling your deck with strong cards – turn the page for some top tips.

DECK DOCTOR

You will be getting to the point now where you will need to make some decisions about the cards you put in your deck.

FAQ

1. How many cards should I have in my deck?

This depends on the game – look at the rules for suggestions. All games need character cards, so it's important to have strong ratings, and a minimum of 15 cards is best for most games. Make sure both you and your opponent have the same number of cards in your deck.

2. Which are the best bonus cards?

This really depends on the cards in your deck. Some cards, like the Sonic Screwdriver, give the Doctor a bigger boost than other characters. And if your opponent has lots of Slitheen in his deck, then the Pickled Eggs bonus card is essential to wipe them out.

3. And what about duplicates?

This is something you will have to agree with whoever you play against. You could set a no duplicates rule, or make sure that no more than two cards can be doubles. It's really up to you.

TOP 10 MONSTERS

Here are some of the best Monster cards in the Exterminator set – try and get as many of these as possible and you'll be really tough to beat! But watch out, most cards have at least one low rating, so there's no guarantee that they're invincible.

3 High ratings in every category

8 12th best Fear Factor!

10 Use with Werewolf Power bonus for best results!

9 Fear Factor is the only weak point

KILLER COMBO

SPECIAL ABILITIES +3000!

SPECIAL ABILITIES 6700!

UNBEATABLE SPECIAL ABILITIES

If it looks like you're going to lose why not try combining your weaker card with a bonus card to improve your chances.

SPECIALS ZONE

SCRATCH N' SNIFF

Eradicate all Slitheen with this card!

Some of the best cards are hard to find. Have you been lucky enough to find one of the super-rare scratch n' sniff Pickled Eggs cards?

WE PIT TWO OF THE COOLEST EXTERMINATOR

CAPTAIN JACK HARKNESS

HERO PROFILE

HEIGHT	1.84m
LIFE FORM	HUMAN
AGE	38
PLANET	EARTH

WHO IS HE? A former time agent from Earth's future, Jack Harkness joined the Doctor when he travelled back to World War II and fought the Empty Child.

WHAT'S HE LIKE? Even though Jack had a bit of a dodgy past, after he joined the Doctor he was a real hero and he played a vital role when the Daleks attacked the Game Station. There's no-one else you'd rather have in your corner in a fight.

WHAT'S HE GOOD AT? He was great with technology, especially weapons – he had a sonic blaster that could disintegrate an entire wall, and he knew what it took to kill a Dalek.

USE THE SONIC SCREW DRIVER BONUS CARD TO INCREASE JACK'S SPECIAL ABILIITIES BY 1000

JACK WINS ON
INTELLIGENCE:
5100 vs 2200
AGILITY:
6300 vs 4700

TOTAL 2/5

LOOK OUT FOR ALL THE OTHER CHARACTERS WHO TRAVELLED WITH THE DOCTOR!

THE EMPTY

CARDS AGAINST EACH OTHER, FOR A FEARSOME FACE-OFF!

THE EMPTY CHILD

ARE YOU MY MUMMY?

MONSTER PROFILE

HEIGHT	1.05m
LIFE FORM	HUMAN?
AGE	5
PLANET	EARTH

WHO IS HE? The Empty Child was all that was left of a five-year-old boy called Jamie. He should have been killed by a bomb, but somehow he survived.

WHAT'S HE LIKE? Pretty scary and very strong. He projected his voice through radios, but he only asked, 'Are you my mummy?' He turned anyone he touched into a gas-mask wearing zombie.

WHAT'S HE GOOD AT? Jamie didn't know it, but he had the power to destroy all humankind. Chula nanogenes tried to fix his body but got it wrong. Then they tried to do the same to everyone on Earth.

EMPTY CHILD WINS ON

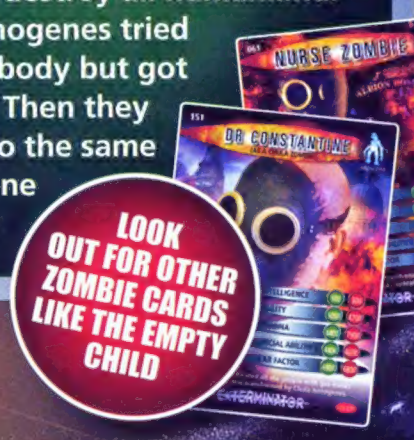
STAMINA:
9200 vs 7600

SPECIAL ABILITIES:
8300 vs 7800

FEAR FACTOR:
9100 vs 2800

TOTAL 3/5

CHILD WINS!



LOOK OUT FOR OTHER ZOMBIE CARDS LIKE THE EMPTY CHILD

FAQ EPISODE 2

END OF THE WORLD

The Doctor takes Rose on a trip to see the Earth explode.

Q Which episode is this?
The Doctor and Rose travel to the distant future where they meet loads of aliens. Jabe helps the Doctor prevent Cassandra's evil plans to kill all the guests on Platform One.

Q Will the sun really expand and destroy the Earth?
It's nothing to lose sleep about. It will happen in 4 billion years, give or take a day or two. Life on Earth will have died before then anyway, from global warming and all that.

Q What's that psychic paper all about then?
This is one of the Doctor's handy gadgets. It gets him out of all sorts of sticky situations. When people look at it, they see whatever he wants them to. Watch out for it in future episodes.

Q Why does Jabe say that it's remarkable the Doctor exists?
The Doctor's planet, Gallifrey, was destroyed in the Time War along with the rest of his people.

Q What is it about The Doctor and ripping arms off aliens?
It's a 'handy' way of 'disarming' them!

Q Does Cassandra really die?
Turns out her brain survived, and she's got some spare skin back home so she'll be back to get her revenge on the Doctor...

"The great and the good are gathering to watch the planet burn."

TELEPORT!

Q How does the Doctor get Cassandra back?
He reverses the teleportation feed by just smashing the ostrich egg, twisting a dial and hey presto!

HONOURED GUESTS

You find yourself aboard Platform One, about to watch the end of the world. But how will it really end?

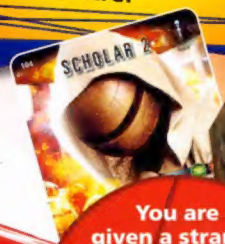
INSTRUCTIONS

1. Shuffle your character cards and place them face down. Each player must place a marker on the start.
2. Move forward one each turn.
3. If you land on a blue or red disc pick the top card and follow the directions. Carry on until you land on a silver sphere or have to miss a turn.
4. The winner is the first person to reach the centre.

START

The Steward doesn't recognise you. Will he fall for your psychic paper?

If your INTELLIGENCE is over 4000 move on 2 spaces. If not, move 1.



You are given a strange metal ball by the Adherents of the Repeated Meme.

If your card number is even move forward 3, but if it's odd move back 1.

As the heat rises, you have to test your AGILITY in the ventilation chamber.

If it's over 5000 move on 2, but if it's below miss a go.

The very flat Cassandra arrives with her surgeons.

If your FEAR FACTOR is over 3500 move on 2, but if it's under stay where you are.

WELL DONE!

You have brought Cassandra back to be tried for her crimes.

You link Cassandra to the spider robots, but she escapes using a teleport.

If your INTELLIGENCE is under 3000 stay where you are, but if it's greater move forward 1.

You return to the party unhappy that Cassandra escaped.

If your SPECIAL ABILITIES score is over 5800 reverse the teleport – move on 5, if it's under try again next turn.

The Moxx of Balhoon gives you the gift of his bodily saliva. How do you react?

If your SPECIAL ABILITIES score is over 5000 go on 1. If not, miss a go.

You're trapped in a room when the sun-filter descends.

Look at your first power icon:

- You escape! move on 2
- Wait one turn
- Move back 1

You're introduced to the Face of Boe.

If your FEAR FACTOR is over 4500 move on 2, but if it's lower, miss a go.

The Forest of Cheem walk in. You can't believe what you're seeing.

If your STAMINA is below 5500 stay here. If it's above leap forward 1.

KRILLITANES QUIZ

Find out how much you know about the Krillitanes...

Q1. When The Doctor last saw the Krillitanes did they have?

a) Long lie-ins
b) Long legs
c) Long necks

Q2. What would the Krillitanes eat all the time if they could?

a) Fresh children
b) Dried rats
c) Pizza

Q3. Which of the following are the Krillitanes scared of?

a) Olive oil
b) Krillitane oil
c) Sun tan oil

Q4. What kind of sounds do the Krillitanes like?

a) Alarm bells
b) James Blunt
c) Peace and quiet

Q5. Which of the following is the Krillitanes favourite subject?

a) Maths
b) English
c) Religious Studies

Q6. What were the Krillitanes career ambitions after leaving the school?

a) To be dinner ladies
b) To be gods
c) To be footballers

KRILLITANES!

BECOME A GOD!

1. The Krillitanes have invaded dozens of planets, but now they have their sights set on something bigger – to be Gods!

2. They know that if they can crack the Skasas Paradigm they'll understand how to control the entire universe.

3. They aren't clever enough to do it themselves, so they came to Earth and took control of a school.

4. They fed the kids with Krillitane oil to make them super-clever and set them to work on the paradigm.

5. They were doing pretty well until the Doctor turned up and put a stop to their plans by exposing them to their own deadly oil and blowing up the school.

TRANSFORM

To blend in, the evil Krillitanes disguised themselves as humans – then quickly morphed into their monstrous selves to attack.

03
SGUISE!
ool a group of
nes disguised
es as teachers
er ladies.
KRILLITANE DATA
TECHNOLOGY
The Krillitanes are one of the universe's most advanced races.
OCCUPATION
They're invaders who have conquered dozens of planets.
LIFE FORM
The Krillitanes constantly evolve, so they can look different every time you meet them.

THE TEACHER IS A...
LLITANES
BAT CREATURES!
RATS!
Krillitanes love to eat rats and had a supply of freeze-dried ones on hand when they came to Earth. It seems that live rats taste a lot better though.
WINGS
The Krillitanes have large wings that they can fly with.

TOP 10 KRILLITANE FACTS

WALL CLIMBERS

Somewhere along the line the Krillitanes evolved the ability to stick to walls, like spiders.

...RING

...Krillitanes' good ...ring can be a ...kness – they can't ...d loud noises.

YUMMY PEOPLE

The Krillitanes are definitely meat eaters – they ate several pupils and an Ofsted inspector, but they don't just eat people – they like yoghurt too.

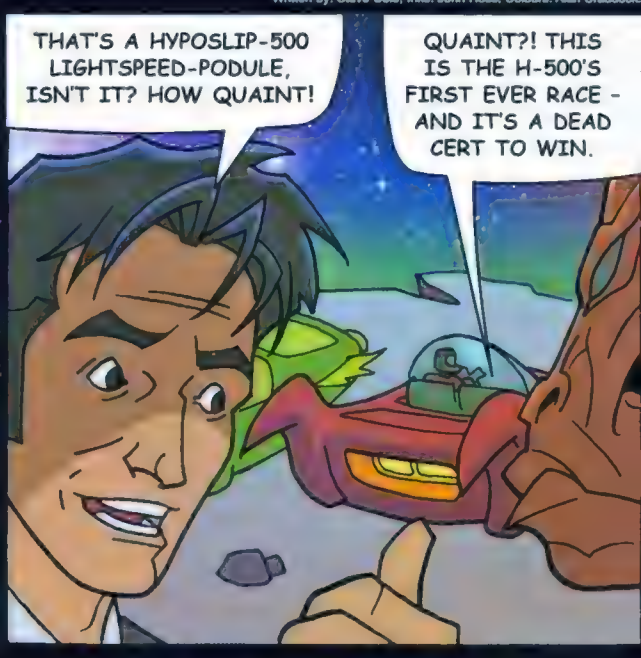
1. The Krillitanes alter their bodies by copying parts of the people they conquer.
2. Krillitanes eat live rats (and people).
3. They got their wings after conquering the planet Bessan.
4. They tried to crack the Skasas Paradigm so they could control the universe.
5. They use a special oil to make people cleverer.
6. They've evolved so much their own oil burns their skin like acid.
7. They have great hearing.
8. The last time the Doctor met them they had really long necks.
9. They can change shape to disguise themselves.
10. They sleep upside down like bats.

KRILLITANE DECK

There are loads of strong trading cards featuring Krillitanes. Why not see if you can collect them all?

TURN TO PAGE 23 FOR THE ANSWERS

Written by: Steve Cole, Inks: John Ross, Colours: Alan Craddock



BLIMEY, YOU WEREN'T KIDDING!
SKIP! HE'S BEEN ZAPPED BY A DEATH RAY!
AND NOW THE SHIP'S GONNA SWALLOW HIM UP, POD AND ALL!
NOT IF I CAN HELP IT. ALWAYS WANTED TO DRIVE ONE OF THESE...
DOCTOR WAIT!
YEEEE-HAHHHH!
AIIIEEEEEE!
AT LEAST PUT YOUR HELMET ON!
WHOOOOOSH!
NOT JUST SKIP AND THE H-500 THEN. THESE MANIACS ARE AFTER EVERY SHIP IN THE SKY...
INCLUDING MINE!

WE'VE GOT TO GET AFTER HIM. COME ON JUMO, SHIFT!
THIS POD'S IN FOR REPAIR, BUT IT'S ALL WE'VE GOT!
WHAT'S WRONG WITH IT?
NOW YOU TELL ME!
PRONE TO POWER SURRRRRRRRGES!!!
MEANWHILE, ON BOARD THE MYSTERIOUS SHIP...
WEIRD. A TON OF WRECKS, BUT NO SIGN OF THE H-500 OR ITS DRIVER...
RAKKONOIDS - THE BIGGEST TECHNO-THIEVES IN THE GALAXY!
IT WORKED, BOYS. YOU GET THE SECRETS OF THE H-500. I GET TEN TRILLION IN CASH! AND NO ONE WILL GUESS I SET UP THE WHOLE THING.
YOU SURE? I'M QUITE GOOD AT GUESSING...
...LIKE NOW, I'M GUESSING I'M IN BIG TROUBLE. AM I RIGHT? I'M RIGHT AREN'T I...

IN THE SKIES...
OH NO. THAT LAST SURGE - THE FLIGHT COMPUTER'S CRASHED...
AND WE WON'T BE FAR BEHIND IT!
KROOOOOM!
UNDER ATTACK! RUN!
ROSE! WONDERED WHAT WAS KEEPING YOU. HAVE YOU MET SKIP? HE'S THE TREACHEROUS SCUMBAG BEHIND ALL THIS...
SKIP! HOW COULD YOU?
I NEEDED THE MONEY!
YOU AND YOUR DODGY MATES CAN JUST STAY IN THERE WHILE I FLY US BACK TO THE CLIFFTOPS. THIS RACE IS OVER.
THANKS, YOU TWO. I KNOW MY BOSSES, THE BROTHERS HOP PYLEEN, WOULD WANT TO REWARD YOU. BUT THEY'VE DISAPPEARED...
THEM? BUT THEY WERE ON PLATFORM ONE WHEN THE EARTH WENT UP IN SMOKE.
AND LIKE SO MANY OTHERS WE MET THERE, THEY'VE GONE. WE'VE GOT TO WORK OUT WHY, ROSE - BEFORE WE DISAPPEAR TOO!
TO BE CONTINUED!!!

DALEK WARS

The Daleks meet their match as they face up to the all-but invincible Mechanoids.

MECHANOID MAYHEM

'The Battle for the Planet Mechanus'

It takes a lot to beat the Daleks in a straight fight, but it's not impossible. When they took on the Mechanoids they found an enemy that was every bit as tough as they are.

Mechanoids are incredibly strong robots that were designed to work on inhospitable planets. They're almost indestructible, and are heavily armoured. In short they're perfect Dalek-fighting machines.

The Daleks came up aginst them when they chased the Doctor to the planet Mechanus. The robot Mechanoids were programmed to defend their planet and took the Daleks on in a furious battle, leaving the Doctor free to escape.

The Daleks threw all their forces into the fight but they took heavy losses with the Mechanoids burning and blasting the Daleks even as their own numbers went down.

SEARCH & FIND

1. How many Mechanoids can you see in total? 5pts
2. Are there more Mechanoids or Daleks firing? 5pts
3. What are the Mechanoids programmed to do? (clue: read the story) 10pts
4. How many Dalek ships can you see in the sky? 5pts
5. Can you spot the hidden TARDIS? 5pts

TURN TO PAGE 23 FOR THE ANSWERS

The Mechanoids were so heavily armoured they could withstand several Dalek blasts and their own flame thrower weapons could burn through the Daleks' shields and smash their casings. Of course the Daleks kept blasting but this time, they wouldn't win.

In the end the Mechanoids and the Daleks were too evenly matched and they destroyed each other, allowing the TARDIS to dematerialise as the Mechanoid city burned around the metal monsters.

THE CYBER CONTROLLER'S BRAIN BUSTERS

THESE PUZZLES ARE FAR TOO TOUGH FOR PUNY HUMAN BRAINS!

HOW DID YOU DO? LOOK AT PAGE 23 FOR THE ANSWERS

DALEK MAYHEM

Can you make your way back to the TARDIS? Don't make a wrong turn or you'll be exterminated!

KRILLITANE CONUNDRUM

The Krillitanes communicate through their computers using a strange code. Can you help the Doctor crack it?

TOP TIP!
Think about what order the letters in the alphabet come.

12-15-15-11 15-21-20 23-5 1-18-5
2-5-9-14-7 23-1-20-3-8-5-4
19-5-3-18-5-3-25 9-19 15-21-18
16-18-9-15-18-9-20-25

GAME OF SNAP!

Only two of these cards have the proper design – can you tell which ones are the same?

ANSWER

IN A MUDDLE...

Some Doctor Who character names have been mixed up. Can you rearrange the letters and work out who's who?

RAYS COX

LEAKED ROMPER

THIN EELS

MY CAR BEN

COMING IN ISSUE 4...

PUZZLE ANSWERS

KRILLITANE QUIZ

Q1. c) Long necks
Q2. a) Fresh children
Q3. b) Krillitane oil
Q4. c) Peace and quiet
Q5. a) Maths
Q6. b) To be gods

KRILLITANE CONUNDRUM

Look out we are being watched
secrecy is our priority

DALEK WARS

Q1. 14
Q2. More Mechanoids
Q3. Defend their planet
Q4. 11 Q5.

GAME OF SNAP!

C and D

IN A MUDDLE...

Sycorax, Dalek Emperor,
Slitheen, Cyberman

DALEK MAYHEM

METAL MACHINES

The Doctor's helped and hindered by a number of metal creatures. Find out which you are like...

START

What's your favourite kind of music?

- HEAVY METAL → What would you rather be when you grow up?
- SNOOP DOG → What's your favourite way to exercise?

What would you rather be when you grow up?

- TRAFFIC WARDEN → What do you normally do if you're told off?
- TV PRESENTER → Do you have an uncontrollable urge to take over the Earth?

What's your favourite way to exercise?

- PLAY FETCH → Where would you prefer to live?
- MILITARY WORKOUTS → Do you have an uncontrollable urge to take over the Earth?

What do you normally do if you're told off?

- FIGHT BACK → What kind of film would you rather go to the cinema to see?
- WHIMPER IN THE CORNER → Do you have an uncontrollable urge to take over the Earth?

Do you have an uncontrollable urge to take over the Earth?

- ALL THE TIME → What kind of film would you rather go to the cinema to see?
- NOT REALLY → What are your least favourite animals?
- A GALAXY FAR FAR AWAY → Where would you prefer to live?

Where would you prefer to live?

- BARKING → What are your least favourite animals?

What kind of film would you rather go to the cinema to see?

- WAR FILM → What's your greatest wish in the whole universe?
- COMEDY → Generally, are you a happy person?

Generally, are you a happy person?

- POINTLESS HUMAN EMOTION! → What's your greatest wish in the whole universe?
- ONLY WHEN I'M TOLD TO BE → How do you show that you don't like someone?
- HUMANS → What are your least favourite animals?

What are your least favourite animals?

- CATS! → How do you show that you don't like someone?

What's your greatest wish in the whole universe?

- TO LIVE FOREVER → **CYBERMAN**
- TO KILL THE DOCTOR → **DALEK**

How do you show that you don't like someone?

- I ZAP THEM! → **ANNE-DROID**
- I GROWL! → **K-9**

CYBERMAN

A ruthless monster with a human brain, but you're incapable of any emotion.

DALEK

Bitter, twisted and rather shouty, you exterminate all who stand in your way.

ANNE-DROID

A robotic puppet to a greater evil, your cruel words are only surpassed by your violence.

K-9

You are faithful and reliable in a crisis, but are prone to rust and your ears spin when you're thinking!

011

MR PAKOO

ALIEN

INTELLIGENCE	1900	1600
AGILITY	3900	4200
STAMINA	800	600
SPECIAL ABILITIES	100	100
FEAR FACTOR	2300	2400

The bird-like Mr Pakoo and his wife were two of the honoured guests invited to watch the End of the World on Platform One.

C — EXTERMINATOR — 11/275

020

HARRIET JONES MP

HERO

INTELLIGENCE	5600	5900
AGILITY	4200	3800
STAMINA	3300	3700
SPECIAL ABILITIES	2200	2100
FEAR FACTOR	1000	1300

The MP for Flydale North became one of history's greatest Prime Ministers after the Slitheen wiped out the government.

C — EXTERMINATOR — 20/275

091

DISEASED WOMAN

MONSTER

INTELLIGENCE	500	700
AGILITY	4400	4100
STAMINA	6200	6600
SPECIAL ABILITIES	5800	6300
FEAR FACTOR	7300	6900

One of the many clones who had been infected with every disease in the galaxy, but all she wanted was human contact.

C — EXTERMINATOR — 91/275

133

PRESIDENT

HUMAN

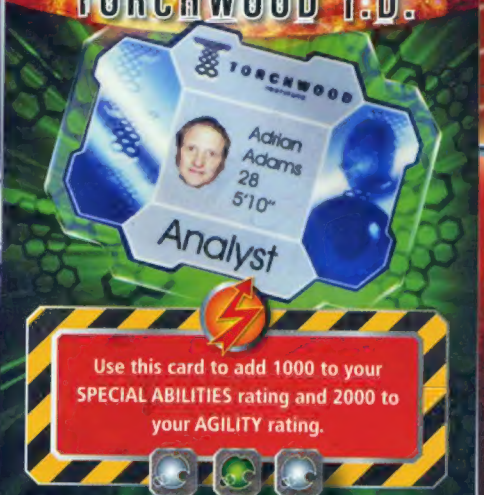
INTELLIGENCE	5800	6300
AGILITY	3500	3800
STAMINA	3900	4200
SPECIAL ABILITIES	2300	2100
FEAR FACTOR	5300	5200

In the parallel universe the leader of Britain was deleted by the Cybermen after he refused to be 'upgraded'.

C — EXTERMINATOR — 133/275

250

TORCHWOOD I.D.



Use this card to add 1000 to your SPECIAL ABILITIES rating and 2000 to your AGILITY rating.

Entry to Torchwood is extremely difficult unless you have an identity card. Even Psychic Paper will not work there...

C — EXTERMINATOR — 250/275

248

SYCORAX SHIP

Search your deck for any SYCORAX cards and add one to your hand.

The Sycorax ship created a huge shadow over London, but soon left after the Doctor won a duel with its leader.

C — EXTERMINATOR — 248/275

269

NANOGENES

The nanogenes boost your health. Add 2500 to all your ratings.

The nanogenes came to Earth on a Chula hospital ship that crashed landed in London in the Second World War.

C — EXTERMINATOR — 269/275

242

ADEOLA

HUMAN

INTELLIGENCE	5200	4700
AGILITY	4800	5100
STAMINA	4400	4600
SPECIAL ABILITIES	1900	1600
FEAR FACTOR	1200	1500

When this Torchwood technician had an earpod inserted into her head she was then controlled by the Cybermen.

C — EXTERMINATOR — 242/275

038

ROSE TYLER

HERO

INTELLIGENCE	5100	6300
AGILITY	6500	6800
STAMINA	7100	6900
SPECIAL ABILITIES	3100	3800
FEAR FACTOR	2400	3000

Rose used to be a London shopgirl until the Doctor showed her a better life travelling through space and time.

R — EXTERMINATOR — 38/275

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